INSTRUCTION BOOKLET

SUPER NINTENDO

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TABLE OF CONTENTS

Section	Page
Introduction	1
Operation	3
Modes of Play	7
Character Techniques	9
Character Profiles	11-30
Warranty Information	32

Ranma 1/2™

HARD BATTLE

INTRODUCTION

Here is some background information for those players who want to know more of the Ranma story.

Ranma Saotome, is a 16-year-old boy martial artist with a pony-tail. Trained by his father, Genma Saotome, from an early age, Ranma has developed martial art skills far beyond the average person's ability. Understandably, he's proud of his accomplishments, but sometimes a little too proud for his own good. Ranma can be disrespectful and insensitive to both his father and friends. These flaws along with his pride keep him in constant trouble.

Like father, like son. Genma is a lot like Ranma, a prideful and somewhat selfish martial artist, but old enough to be looking forward to a comfortable retirement.

Recently, Genma took Ranma on a trip to a remote part of China. There they found the fabled "Training Ground of the Accursed Springs", a natural obstacle course with strategically placed bamboo rods to leap and balance upon. Each spring has a different curse, causing anyone who falls in to take the form of the animal or person haunting the spring, whenever he (or she) gets wet with cold water. A warm bath reverses the transformation only until the next splash of cold water.

Without realizing that the springs were cursed, Genma and Ranma began their training exercises. After knocking his father into one of the springs, Ranma was shocked when a large, angry panda sprang from the water and promptly knocked him into another spring. Imagine Ranma's chagrin when he emerged as a red-haired girl! Still with a ponytail and incredible martial arts skill, but a girl nonetheless.

Their guide explained to Ranma and Genma what had happened to them. Although Ranma desperately wants to get the curse removed, Genma really enjoys being a giant panda.

which consists primarily of loafing around and eating bamboo shoots.

Genma and Ranma eventually returned to Japan to visit the Tendo Martial Arts School where Genma had previously arranged a future marriage between his son and Akane, one of the owner's three daughters.

Needless to say, both Ranma and Akane resist the arrangement. But they get on with their lives — attending high school, hanging out with their friends, and avoiding their enemies. The Tendo girls know Ranma's secret.

Akane, sixteen, is a tomboy who excels at martial arts, beating up any boy who asks her for a date. But she secretly likes Ranma.

Ryoga, Ranma's primary rival, has a terrible sense of direction. He followed Ranma to the Accursed Springs and fell into one haunted by a little black pig. Akane adopted the pig, unaware that it is Ryoga transformed. She calls the pig P-Chan.

Shampoo grew up in a Chinese village famed for its skilled female martial artists. Ranma-chan (Ranma as a girl) and Genma spoiled her village's annual martial arts tournament by eating the feast beforehand. Adding injury to insult, Ranma went on to defeat Shampoo in the tournament. Shampoo later traveled to Japan to get revenge on Ranma-chan, but met Ranma, instead, falling for him. Of course, Akane and Shampoo became instant enemies, fighting over Ranma. Shampoo, too, learned Ranma's secret, traveled to the Accursed Springs, and fell into one haunted by a cat.

Ranma's high school principal is an unscrupulous, schemer who spends too much time in Hawaii. He's promised to excuse Ranma from final exams, if he can defeat 8 other students in martial arts. He's made promises to the other students, too. But he isn't known for keeping his promises....

OPERATION

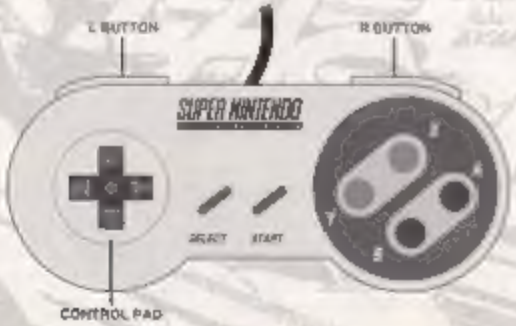
To begin, insert the Game Pak into your Super NES and turn it on. Press the **START** button and choose from the following menus:

1P • 2P • Team Challenge • Options

CONTROLLER

Control Pad: move left & right, modify jumps & attacks
Select Button: not used
Start Button: start/pause, choosing an option
L Button: block
R Button: block
X Button: jump
Y Button: normal attack (specific to each character)
A Button: not used
B Button: power attack (specific to each character)

Note: Button operation can be changed using the Options menu.



GAME SCREEN

Player Energy: When the bar turns completely red, the player loses the match.

Time Left: Time left in the current match.

Wins: Players earn 1 star for each match won. It takes two stars to win a fight.

Note: Player 1 uses the left controller, and Player 2 uses the right controller, facing the screen.

GAME OPTIONS

When the title screen appears, you may press the Control Pad right to choose Options. Then press the Start Button to select the Options screen. Select an item by pressing up or down on the Control Pad. Change the setting by pressing left or right on the Control Pad. After the set up is complete, press the Start Button to return to the title screen.

GAME LEVEL

BEGINNER, NORMAL or EXPERT changes the difficulty of the game accordingly.

TIME

The game time can be set to OFF, 100 seconds, 60 seconds or 30 seconds.

MUSIC AND VOICE SELECT

Select each number and press one of the buttons, X, Y, A, B, to hear all of the music and sound effects.

SOUND MODE

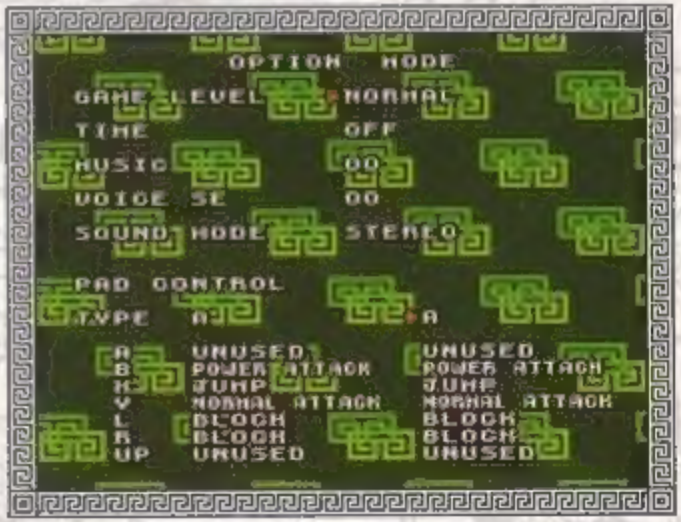
Select STEREO or MONAURAL sound.

PAD CONTROL

Select the TYPE A or TYPE B setting, whichever

you prefer. Press **Y** to reset the controls to either type A or B. TYPE A is the standard button set up. TYPE B is recommended for your custom button set up. For example, you can set the **UP** direction on the Control Pad to make your character jump.

Move the cursor to a button. Then, select the button's action by pressing left or right on the Control Pad. The five actions you can assign to a button are Normal Attack/ Power Attack/ Block/ Jump/ Unused.



MODES OF PLAY

On the Title Screen, move the cursor to your favorite mode (1P, 2P, or Team Challenge) and press the **START** Button.

1P TOURNAMENT MODE

Select your favorite one of the ten characters and fight against the rest. When you win two matches, you can move up to the next stage. You may continue for a total of eight opponents. Each character has a different story. Ranma does not fight Ranma-chan.

2P COMPETITION MODE

Player 1 and Player 2 each select 1 of the 12 characters and fight each other. The game is over when one of the players wins twice. Players may select the same character.

TEAM CHALLENGE MODE (FOR TWO PLAYERS)

Two players choose their own teams of five characters from the group of 12. Each character is matched with a character from the opposing side. The team with the most winning characters wins the game.

CHARACTER SELECTION SCREEN

Press **LEFT** or **RIGHT** on the Control Pad to select your favorite character, and press the **START** Button or the **Y** Button. The **B** Button lets you cancel your choice. You cannot change your character while playing in a tournament.

Characters Clockwise from Top Center: Ranma, Ranma-chan, Akane, Shampoo, Mousse, Ukkyo, Genma, Gosunkugi, Gambling King, Ryoga, Pantyhose, Pantyhose (transformed).

CHARACTERS AND THEIR TECHNIQUES

BASIC ACTIONS FOR EACH CHARACTER

Movement:	Control Pad
Block:	**L** or **R** (also the Control Pad)
Jump:	**X** (use Control Pad for a diagonal jump)
Normal Attack:	**Y** (less forceful attack)
Power Attack:	**B** (special technique)
Throw:	**Y** or **B** with Direction **LEFT** or **RIGHT** (Only works when touching an opponent)

Note: The above is based on the Type A controller set up.
(Each character is assumed to be facing to the right. Directions operate in the opposite way, if the character faces to the left.)

HINTS

1) Power attack is naturally stronger even with the same technique.
2) The more power you build up, the stronger your attack will be.
3) If you are thrown, press **Y** or **B** just before you hit the ground and you may recover from the fall.

TWO-STAGE JUMP!

Ranma (male), Ranma-chan (female), and Shampoo can do a two-stage jump if you press the jump button again while in mid-air. Moreover, Ranma-chan and Shampoo can use the Control Pad to change trajectory in mid-air while doing a two-stage jump.

RANMA SAOTOME

Thinking that he would be excused from school exams if he could beat the fighters chosen by the principal, Ranma firmly resolved to devote his time to martial arts training, rather than to the pursuit of academic discipline.

RANMA - SWEET CHESTNUT FIST

RANMA-CHAN - BASIC KICK

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	(Male */Female*)
Y - Near opponent	Punch
Y - Far from opponent	Punch
Y - Squatting	Punch / ***Kick***
Y - Jumping	Jump Kick
B - Near opponent	Upper Kick
B - Far from opponent	Kick
B - Squatting	Foot Sweep
B - Jumping	Giant Jump Kick
ADVANCED TECHNIQUES	
B + DOWN & release B	Spinning Kick / ***Elbow Jab***
B + DOWN & jump diag.	Giant Jump Kick
EXPERT TECHNIQUES	
Y + B simultaneously	Flying Dragon Blast
B + DOWN & jump diag.	Roaring Tiger
Y repeatedly	Sweet Chestnut Fist
B repeatedly	Sweet Chestnut Fist

RYOGA HIBIKI

Ryoga, the wanderer, accidentally lost his memory. He was taken in by the principal's slick talk and fooled into fighting faces from his past - even Akane, his heart-throb! What a loser!

RYOGA - LION'S ROAR BULLET

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Lonely Elbow Jab
Y - Far from opponent	Lost Child Kick
Y - Squatting	Squatting Kick
Y - Jumping	Flying Kick
B - Near opponent	Power Heading
B - Far from opponent	Whip Kick
B - Squatting	Foot Sweep
B - Jumping	Giant Jump Kick
ADVANCED TECHNIQUES	
B + RIGHT	Umbrella Stab
B + DOWN + jump diag.	Flying Umbrella Stab
EXPERT TECHNIQUES	
Y + B simultaneously	Lion's Roar Bullet
B + DOWN & release B	Bandanna Throw
Y repeatedly	N/A
B repeatedly	N/A

SHAMPOO

Even though she puts a lot of energy into researching arcane potions, Shampoo has yet to enchant Ranma's heart. Then, she discovered the great tradition of Chinese proverbs!

SHAMPOO - LANTERN PUNCH

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Chinese Knee Kick
Y - Far from opponent	Upper Row Kick
Y - Squatting	Squatting Kick
Y - Jumping.	Flying Kick
B - Near opponent	Lantern Punch
B - Far from opponent	Lantern Straight
B - Squatting	Squatting Foot Sweep
B - Jumping	Giant Flying Kick
ADVANCED TECHNIQUES	
B + DOWN & jump diag.	Heel Drop
EXPERT TECHNIQUES	
Y+ B simultaneously	Dragon Sky Kick
B + DOWN & rls. B	N/A
B + RIGHT & rls. B	Fury Charge
Y repeatedly	N/A
B repeatedly	N/A

AKANE TENDO

Akane is surrounded as usual by a hoard of boys asking her for a date. Her daily routine is to blast them off with a single blow. She pleaded with the principal to impose tighter school discipline. As you might expect, the principal has come up with something a little different.

AKANE - FLYING KNEE KICK

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y Near opponent	Pit of the Stomach Blow
Y Far from opponent	Upper Row Kick
Y Squatting	Sweeping Fist Slab
Y Jumping	Flying Knee Kick
B Near opponent	Spinning Heel Kick
B Far from opponent	Whip Kick
B Squatting	Foot Sweep
B + Jumping	Flying Kick
B + RIGHT	2-Step Whip Kick
EXPERT TECHNIQUES	
Y + B simultaneously	Dust Devil Uppercut
B + DOWN	N.A
B + LEFT to RIGHT & Rapid B	Rolling Gust Punch
Y repeatedly	N.A
B repeatedly	N.A

GENMA SAOTOME

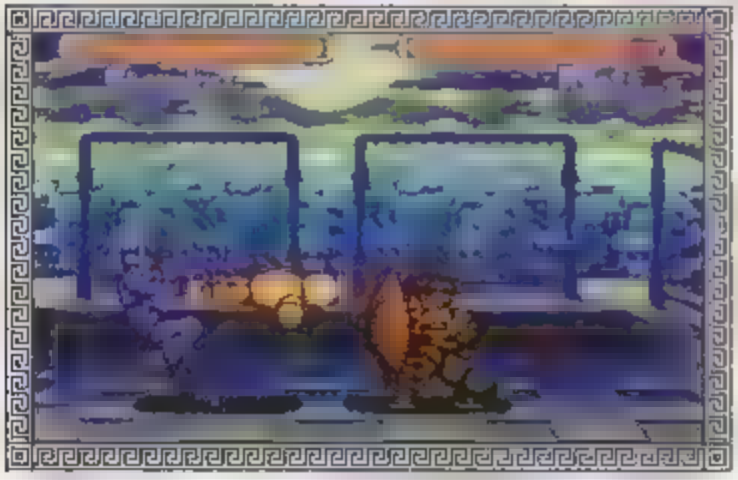
Having a rebellious son like Ranma has been a big headache and heartache for Genma Saotome. After hearing the principal's pep talk, Genma resolved to achieve his ultimate strength by any means available. In this way he could demonstrate his paternal dignity to the world. Even if it means transforming into a Panda.

GENMA - SIGNBOARD PUNCH

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Dad Jab (Loving)
Y - Far from opponent	Dad Jab (Angry)
Y - Squatting	Dad Jab (Sad)
Y - Jumping	Panda Kick
B - Near opponent	Signboard Punch
B - Far from opponent	Signboard Swing
B - Squatting	Panda Foot Sweep
B - Jumping	Paternal Dignity Kick
Y+ B simultaneously	Paternal Anger*
*If touching Opponent - Verbal Punishment Version	
B + DOWN & RIS B	N.A
B + LEFT/RIGHT & RIS B	Paternal Anger*
*If touching Opponent - Physical Punishment Version	
Y repeatedly	Fierce Panda Fist
B repeatedly	Fierce Panda Fist

HIKARU GOSUNKUGI

When it comes to gloom and doom Hikaru Gosunkugi is number one on the 1st at Furinkan High School. With a push from the principal, he's ready for his own personal pursuit completely armed with candles tightly secured to his head. Now he's full of dark power!



HIKARU - GIANT SPINNING STRAW MAN

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y: Near opponent	Grudge Punch
Y: Far from opponent	Zan Tetsu
Y: Squatting	Ga Gai
Y: Jumping - Fwd	Set Grudge Thrust
Y: Jumping - Bkwd	Introvert Kick
B: Near opponent	Grudge Hammer
B: Far from opponent	Zan Tetsu Thrust
B: Squatting	Grudge Foot Sweep
B: Jumping - Fwd	Grudge Hammer
B: Jumping - Bkwd	Giant Introvert Kick
Y+ B simultaneously	Giant Spinning Straw Man
B + DOWN & Rls. B	N.A
B + LEFT or RIGHT & Rls. B	Straw Man Throw
Y repeatedly	N.A
B repeatedly	N.A

BAKUCHIOH KING

(KING OF GAMBLING)

The King, a loser by nature, hasn't given up on his ambition to own a casino. He's been trying to improve his skill in foul play. He deals cards so perfectly that one might call it a deadly weapon. The principal heard about it and

GAMBLING KING – DICE HOOK

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y Near opponent	Dice Hook
Y Far from opponent	[illegible]
Y [illegible]	Joker [illegible]
Y [illegible]	[illegible]
B Near opponent	[illegible]
B Far from opponent	[illegible]
B [illegible]	[illegible]
B Jumping	Mah Jhong Slam
Y+B simultaneously	N.A
B + DOWN & R's B	N.A
B LEFT or RIGHT & R's B	Mah Jhong Tip Bow
Y repeatedly	N.A
B repeatedly	N.A
DOWN + B & jump bkwd	Joker Punch

UKKYO KUONJI

Expanding business is no longer a dream! Ukkyo owns a Japanese pancake (Okonomiyaki) restaurant. Her business interest has been stimulated by the principal's sick talk. While Ukkyo polishes her arm guard, her heart is already sailing to the South Sea islands.

UKKYO - GIANT SPATULA SWING

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
[illegible] + Near opponent	Business Mind Thrust
[illegible]	Business Prosperity Thrust
[illegible]	[illegible]
[illegible]	[illegible] Welcome Thrust
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
Jumping	Giant Spatula Swing
B + RIGHT	Belly Slash
EXPERT TECHNIQUES	
[illegible] + B simultaneously	N/A
[illegible] + DOWN & Rls. B	Firecracker Mix
[illegible] + LEFT or RIGHT & Rls. B	Small Spatula Throw
[illegible]	N/A
B repeatedly	N/A

MOUSSE

A magician's life in Japan has got to be exciting, yet still he feels unfulfilled. Being at a loss, he consulted a suspicious-looking fortune teller in a Hawaiian shirt....

MOUSSE - POUNCING CAT

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Swan
Y - Far from opponent	Yo-yo
Y - Squatting	Yo-yo
Y - Jumping	Ten Hands
Y - Jumping diag	Nail Kick
B - Near opponent	Iron Ball
B - Far from opponent	Iron Ball and Chain
B - Squatting	Pouncing Cat
B - Jumping	Broadsword
ADVANCED TECHNIQUES	
B + RIGHT	Sword
EXPERT TECHNIQUES	
Y+ B simultaneously	N/A
B + DOWN & Rls. B	N/A
B + LEFT or RIGHT & Rls. B	Flying Egg Bomb
Y repeatedly	100 Weapon Strike
B repeatedly	100 Weapon Strike
DOWN + B in mid-air	Eagle's Claw Strike

PANTYHOSE TARO

Pantyhose was given his name by Happosai, a mischievous elderly martial arts master. Now, if he could just find Happosai, make him take the name back, and give him a new one!

Not available in one player mode.

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Great Blow
Y - Far from opponent	Super Cool Punch
Y - Squatting	White Heavens Jab
Y - Jumping	Flying Devastating Kick
B - Near opponent	Refreshing High Kick
B - Far from opponent	Sky Breaker Kick
B - Squatting	Tiger Wolf Kick
B - Jumping	Cool Kick
ADVANCED TECHNIQUES	
B + DOWN & jump	Smart Kick
B + RIGHT	1000 Foot Whip
EXPERT TECHNIQUES	
Y + B simultaneously	Manly Reversal Shot Kick
B + DOWN & rls. B	N/A
Y repeatedly	N/A
B repeatedly	N/A

PANTYHOSE TARO
(TRANSFORMED)

Pantyhose fell into a spring haunted by a bull, a duck, a snake and a yeti. The combination might be more embarrassing than his name!

Not available in one player mode.

BUTTON OPERATION	NAME OF TECHNIQUE
BASIC TECHNIQUES	
Y - Near opponent	Head Butt
Y - Far from opponent	Cow Punch
Y - Squatting	Squatting Head Butt
Y - Jumping	Jumping Cow Punch
B - Near opponent	Earth Crushing Punch
B - Far from opponent	Straight Cow
B - Squatting	Head Butt Foot Sweep
B - Jumping	Laughing Cow
EXPERT TECHNIQUES	
Y+ B simultaneously	N/A
B + DOWN & rls. B	N/A
B + RIGHT	Raging Bull Charge
Y repeatedly	N/A
B repeatedly	N/A
DOWN + B in mid-air	Jet Attack

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DTMC Inc.
370 Convention Way, Suite 202
Redwood City, CA 94063

PRINTED IN JAPAN